



QORRASHI

Confident and powerful, this elegant humanoid stands as tall as an ogre, but their features are noble and their blue skin is covered with frost like a window in wintertime. An aura of sharp and biting cold surrounds them.

Para-Elemental Genies. Distant relatives of both the djinn and marid, qorrash (singular qorrashi) are elemental spirits of cold and ice. They resemble blue-skinned humanoids with frost-laced flesh, and though they are often nearly unclothed, they seem quite at home in the icy temperatures. Males of their kind tend to be bald, but wear long and elegant facial hair, while females typically have extremely long hair that swirls around them in a chaotic but deliberate manner.

Wardens of Ice. Qorrash enjoy physical combat more than their djinn cousins, though they still use their magical abilities to soften up their foes. They are also quick to flee from a fight that turns against them.

Frozen Palaces. Qorrash embody the ideals of nobility and familial pride. They make their homes in the far reaches of the elemental plane of ice which lies between the plane of air and the plane of water. Their ornate palaces dot the frigid landscape, transforming many of the tremendous icebergs into masterfully carved architectural wonders.

Friends of Frost. Long ago a pact was forged between the qorrash and the frost giants of the material plane. This pact would allow the two races to travel between each other's lands using portals which would be well guarded by both species. While the age of giant dominance has long since passed, to this day, the frost giants and qorrash still count one another as trusted allies. It is not uncommon to find qorrash advising the leaders of the frost giant factions scattered across the material plane.

Qorrashi

Large elemental, Typically Lawful Neutral

Armour Class - 17 (natural armor)

Hit Points - 200 (16d10 + 112)

Speed - 30 ft., fly 60 ft., swim 60 ft.

STR 20 (+5)

DEX 17 (+3)

CON 24 (+7)

INT 17 (+3)

WIS 17 (+3)

CHA 19 (+4)

Saves DEX +7, WIS +7, CHA +8

Vulnerabilities fire

Damage Resistances acid, lightning, thunder

Damage Immunities cold

Senses passive Perception 13

Languages Aquan, Auran, Giant

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Traits

Amphibious.

The qorrashi can breathe both air and water

Elemental Demise.

If the qorrashi dies, its body disintegrates into a chilling wind, leaving behind only equipment the qorrashi was wearing or carrying.

Icewalking.

The qorrashi has the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free as long as the surface is covered in ice. The qorrashi also gains a climbing speed equal to its walking speed on ice-covered surfaces.

Actions***Multiattack.***

The qorrashi makes three melee attacks

Glaive.

Melee Weapon Attack: +9 to hit, reach 10 ft., one creature.

Hit: 16 (2d10 + 5) slashing damage plus 4 (1d8) cold damage.

Slam.

Melee Weapon Attack: +9 to hit, reach 5 ft., one creature.

Hit: 12 (2d6 + 5) bludgeoning damage plus 4 (1d8) cold damage and the target must succeed on a DC 16 Constitution saving throw or gain one level of exhaustion and be stricken with frostbite. A creature with frostbite must succeed on a DC 16 Constitution saving throw every hour or gain one level of exhaustion. Frostbite lasts until it is removed with the lesser restoration spell or an equivalent magical effect. Creatures with immunity to cold are immune to the effects of frostbite.

Innate Spellcasting.

The monster's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *absorb elements, detect evil and good, detect magic, frostbite (3d6)*
- 3/day each: *create food and water, cone of cold, ice storm, tongues, wind walk*
- 1/day each: *conjure elemental (air elemental or water elemental only) gaseous form, invisibility, major image, plane shift*

Ice Genasi

As an ice genasi, you are descended from the enigmatic Qorrashi. Like your ancestors, you are likely noble and thoughtful in the ways of diplomacy. Though if someone proves themselves to be an enemy to you, honour dictates that this enemy is given no quarter. You are truly at home when engaged in good conversation with close friends, or when having a spirited debate with someone who disagrees with you.

Your body is frigid to the touch. Veins and blood vessels beneath your skin might appear prominent through the surface as icy lines of pale white. Most of your kind have golden yellow or pale white eyes and skin tones that range from stark white to cool blues. Surrounding you at all times is a vague breeze of frigid air. Not enough to cause real harm or discomfort to anyone around you, but it is certainly noticeable and even appreciated by some in hotter climates.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Way With Words.** You gain proficiency in the Persuasion skill.
- **Amphibious.** You can breathe air and water.
- **Cold Resistance.** You have resistance to cold damage.
- **Sheer Cold.** - You can cast the Binding Ice spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Pact of the Genie (Expanded Spell List)

At 1st level, the Genie lets you choose from an expanded list of spells when you learn a warlock spell. The Genie Expanded Spells table shows the genie spells that are added to the warlock spell list for you, along with the spells associated in the table with your patron's kind. This table details spells granted by the qorrashi, an additional choice for the warlock patron.

Spell Level - Qorroshi Spells

1st	Ice Knife
2nd	Rime's Binding Ice
3rd	Sleet Storm
4th	Ice Storm
5th	Cone of Cold

Elemental Gift (Qorrashi Patron)

At 6th level, you begin to take on characteristics of your patron's kind. You now have resistance to a damage type determined by your patron's kind. Warlocks who make a pact with a qorrosh gain resistance to cold damage.

